**Welcome to 2D Art:**

Students in 2D Art will explore the creative process within 2D media and techniques. Students will be taught visual awareness and self-discovery through their art.  Students will learn how to draw what they see (translate 3-D to 2-D).  Drawing and painting media and techniques will be explored within this course such as: pencil, colored pencils, charcoal, ink, marker, watercolor paint, tempera paint, acrylic paint.  

Emphasis will be placed on demonstrating the use of techniques, creativity, originality, craftsmanship, classroom expectations, and self-evaluation.  Students will create a blog to showcase and discuss art.

**9-12 Grade Art Standards for 2D Art:**

***1. The artist can understand and apply media, techniques, and processes.***

*Learning Targets:*

1A: The artist can use art processes and techniques previously practiced to create a unique work of art that meets project expectations. (project)

1B: The artist understands and can demonstrate processes and safety concerns involved for caring for art media / materials. (project)

***2. The artist uses knowledge of structures and functions.***

*Learning Targets:*

2A: The artist can organize the components of a work of art into a cohesive and meaningful whole, such as organizational principles, expressive features and functional art to create a finished work of art. (project)

2B: The artist can critique their artwork using the elements of art and principles of design communicating with correct vocabulary. (project reflection)

***3. The artist can choose and evaluate a range of subject matter, symbols, and ideas.***

*Learning Targets:*

3A: The artist can research and describe the origins or specific images and ideas and explain why they are of value to their artwork. (project reflection)

3B: The artist can evaluate the effectiveness of artworks in terms of organizational structures, functions, and use of project expectations or individual goals. (project reflection)

***4. The artist understands the visual arts in relation to history and***

***cultures.***

*Learning Targets:*

4A: The artist can create an art history presentation/artifact that provides comprehensive biographical / historical information about a specific artist or art form. Additionally, artist provides an in-depth analysis of the historical and cultural identity and impact of this artist and/or art form. (End of Semester Presentation)

***5.  The artist can reflect upon and assess the characteristics and***

***merits of their work and the work of others.***

*Learning Targets:*

5A: The artist can create a digital portfolio to showcase their art. (beginning of art class)

5B: The artist can write a complete reflection and assessment of the each project following project reflection guidelines. (project reflection)

5D: The artist can positively reflect on artwork created by 2 classmates. (End of Semester Presentation)

5E: The artist can reflect on his or her learning throughout the course of the Semester. This should be a complete written self-reflection / critique discussing growth throughout the Semester. These ideas should also be shared during Semester test time. (End of Semester Reflection)

***6.  The artist can make interdisciplinary connections and engage in***

***21st cent. skills***

*Learning Targets:*

6A: The artist can apply digital tools to gather and evaluate research in the production of the “End of Semester Presentation and Reflection”. The artist uses at least three sources (not including image sources) in the collection of information. Artist uses sources in an ethical manner. All sources are properly cited at the end of the presentation on a separate works cited slide. All images should be cited at the bottom of each image slide. (End of Semester Presentation)